

TLM Automation for Multi-core Design

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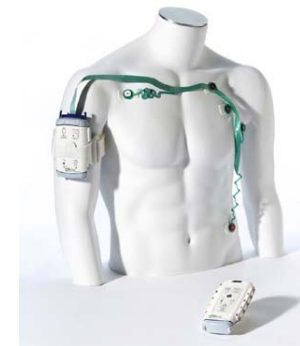
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Multi-core Embedded Systems

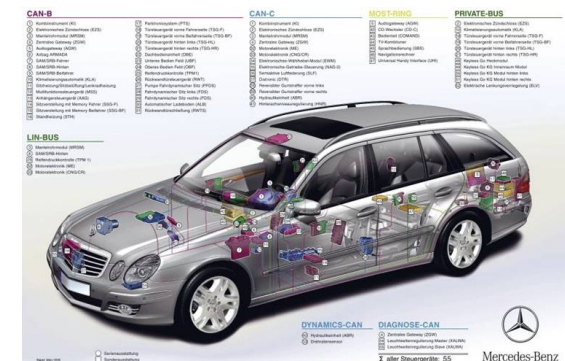
- **Systems with multiple heterogeneous cores**

- Application-specific
 - Diverse application areas
- Tight constraints
 - Timing, throughput, power, size
 - Cost, time-to-market, reliability



- **Ubiquitous and growing**

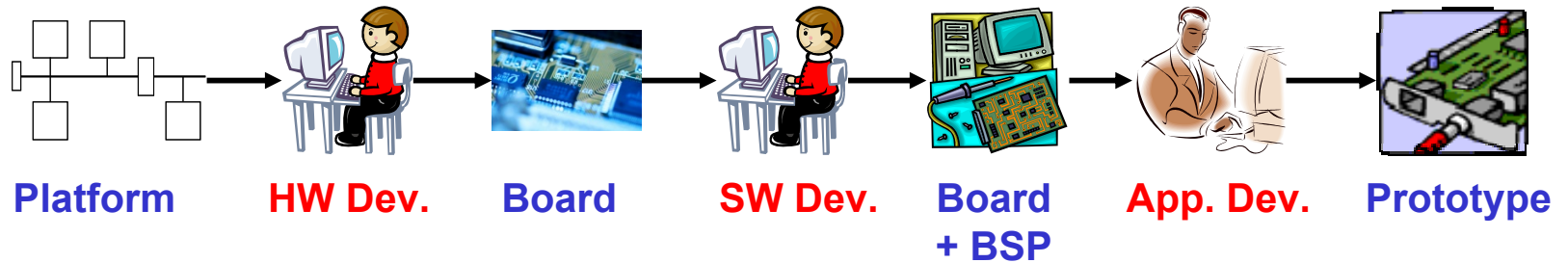
- Far bigger market than general-purpose computing (PCs, servers)
 - \$46 billion in '04, >\$90 billion by 2010, 14% annual growth [BCC]
 - 4 billion devices in '04 [VDC]
 - 99.8% of processors sold [MPR]



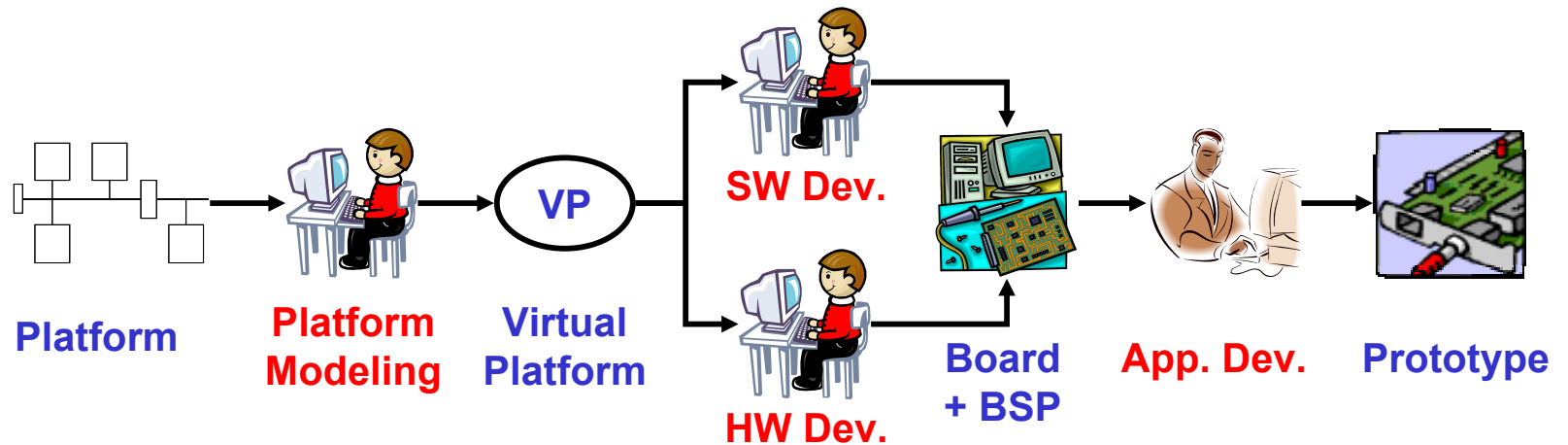
- **Rising complexity!**

System Design Trends

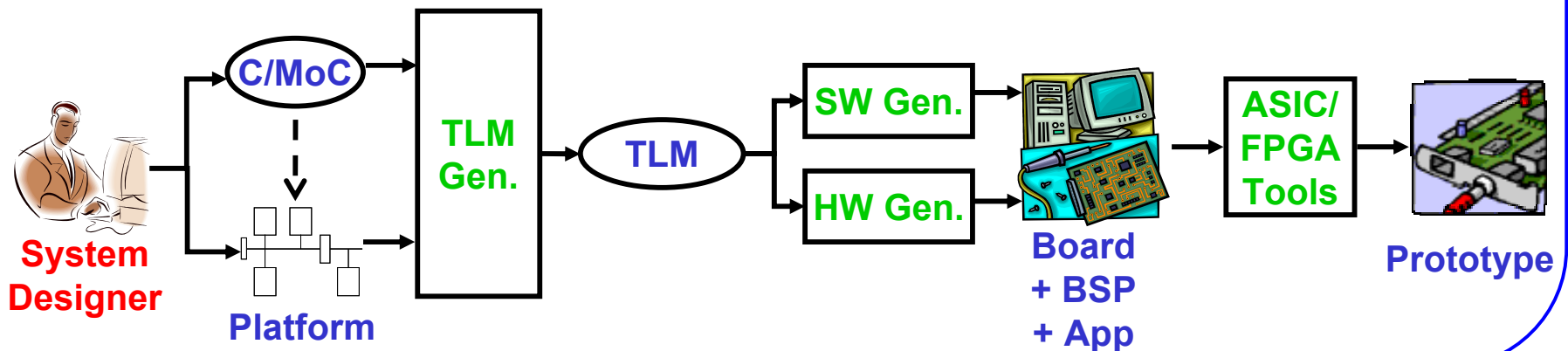
Past



Present



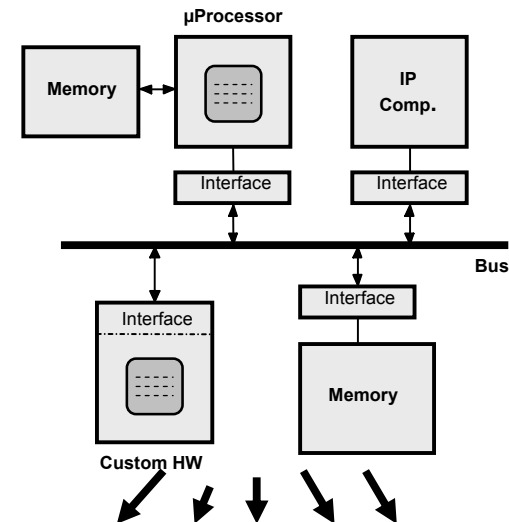
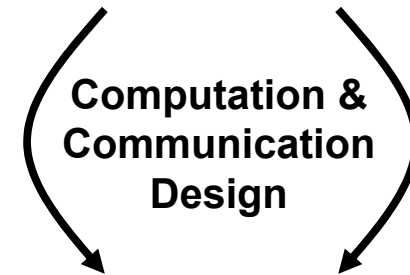
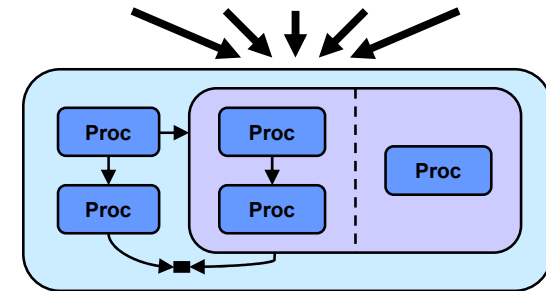
Future



System Level Design Goals

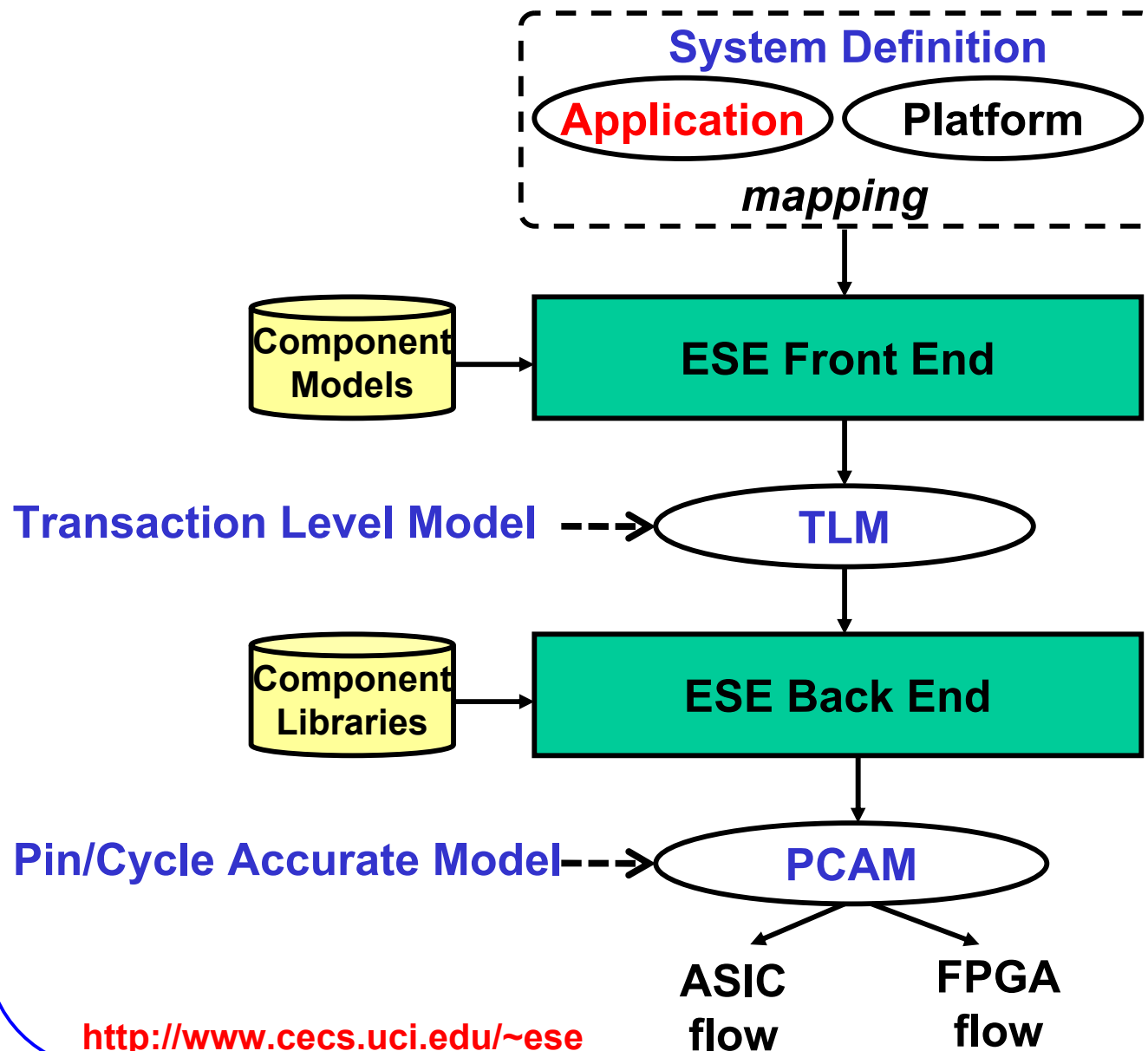
- **From application spec**
 - **Functionality, behavior**
 - Hierarchical process network
 - Constraints
- **To SW/HW platform**
 - **Structure**
 - Components and connectivity
 - Mapping from application to platform
- **New design automation technologies needed**
 - Modeling and analysis
 - Verification
 - Synthesis
- **Enable domain experts to design**

Requirements, Models (UML, Matlab, SDF, ..)



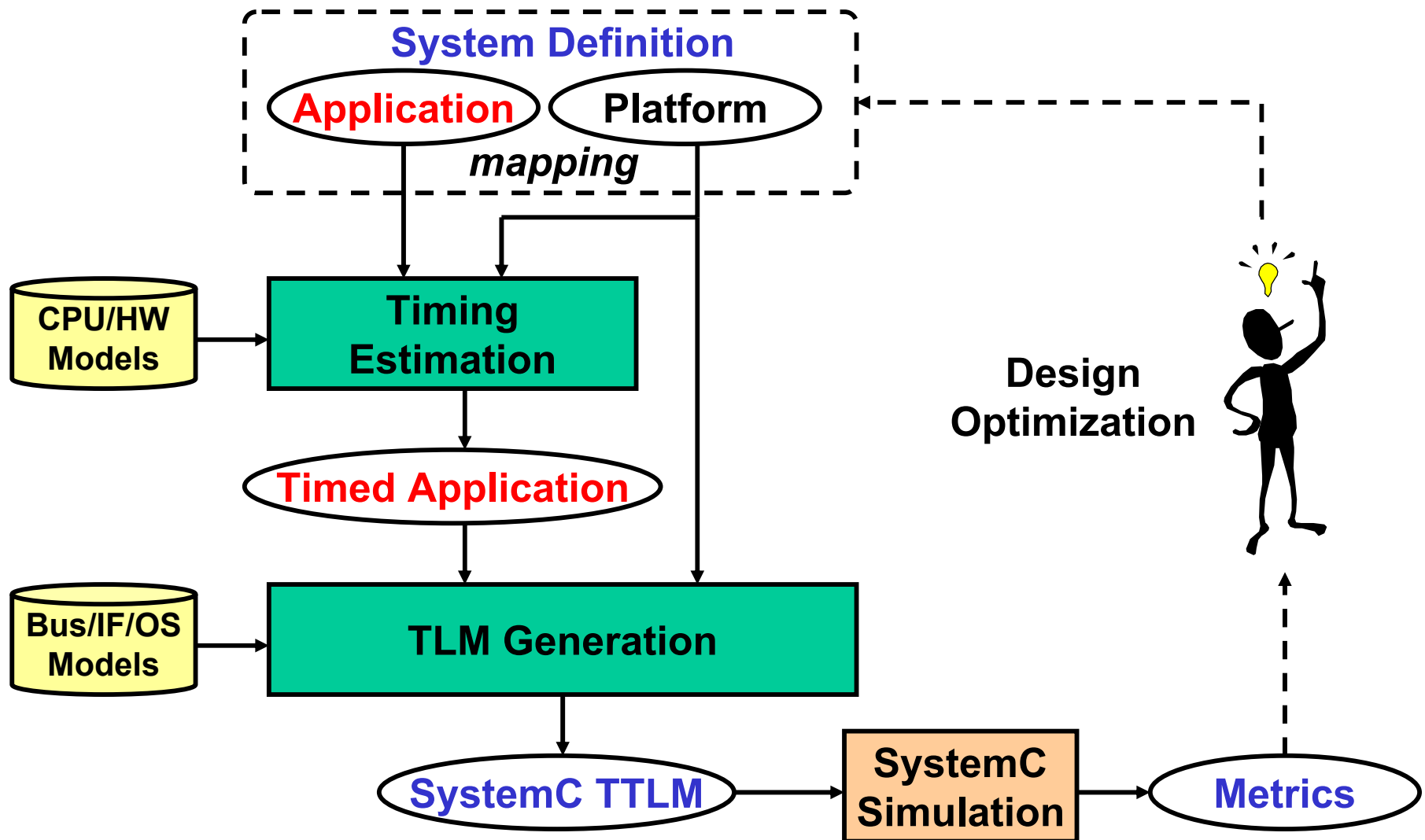
Implementation (HW/SW synthesis)

Embedded System Environment (ESE)

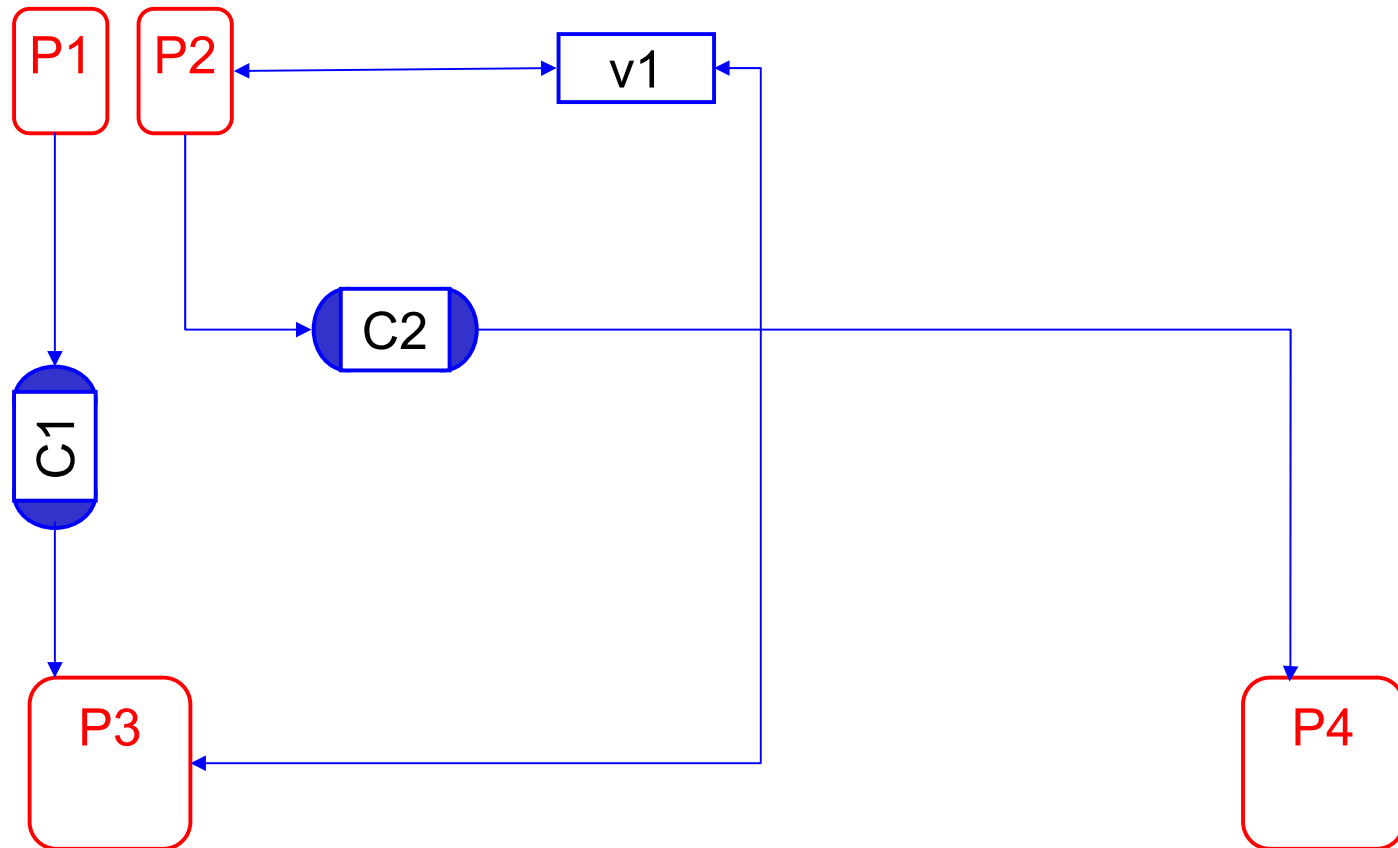


<http://www.cecs.uci.edu/~ese>

Front End Design Flow

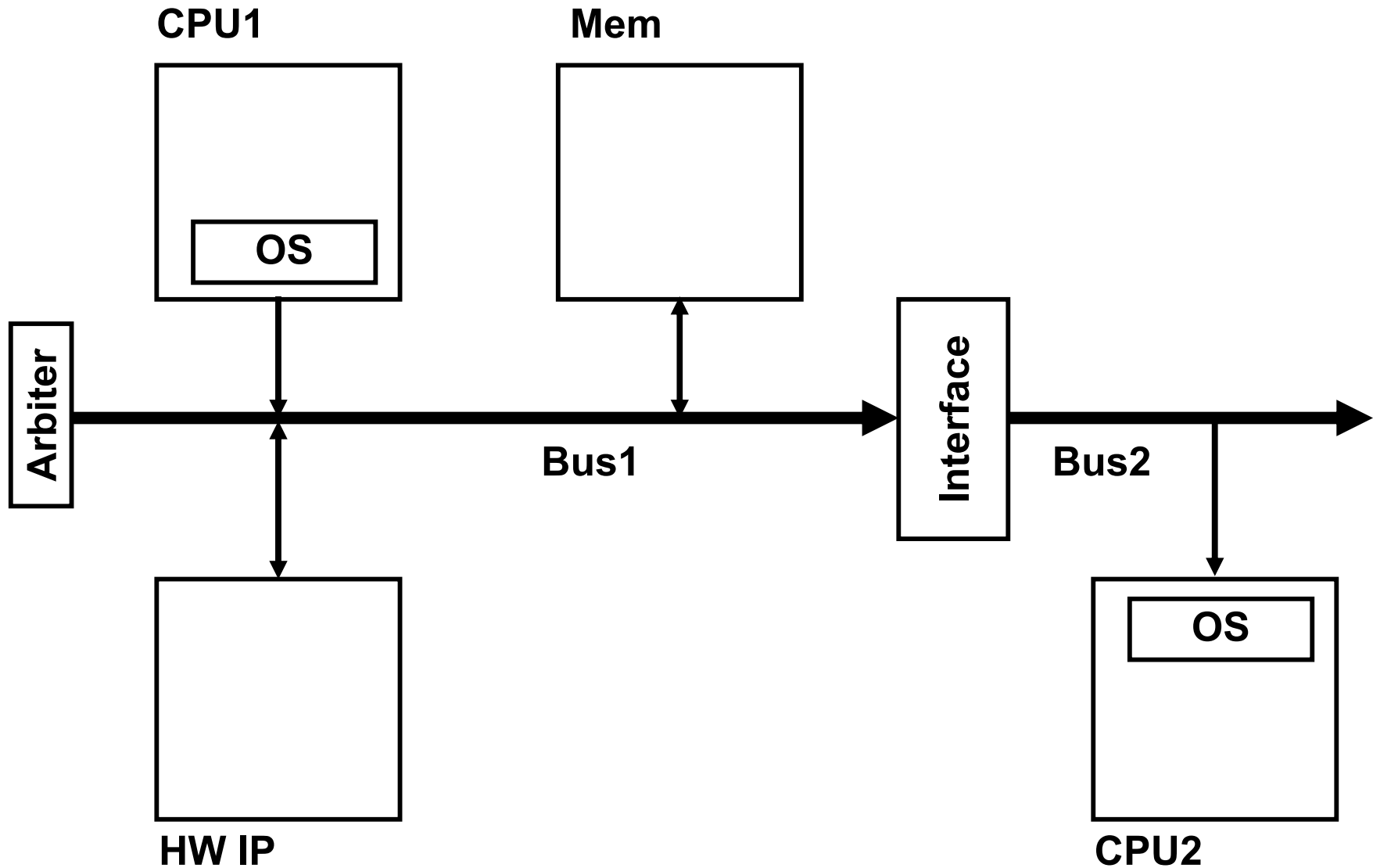


Application Model



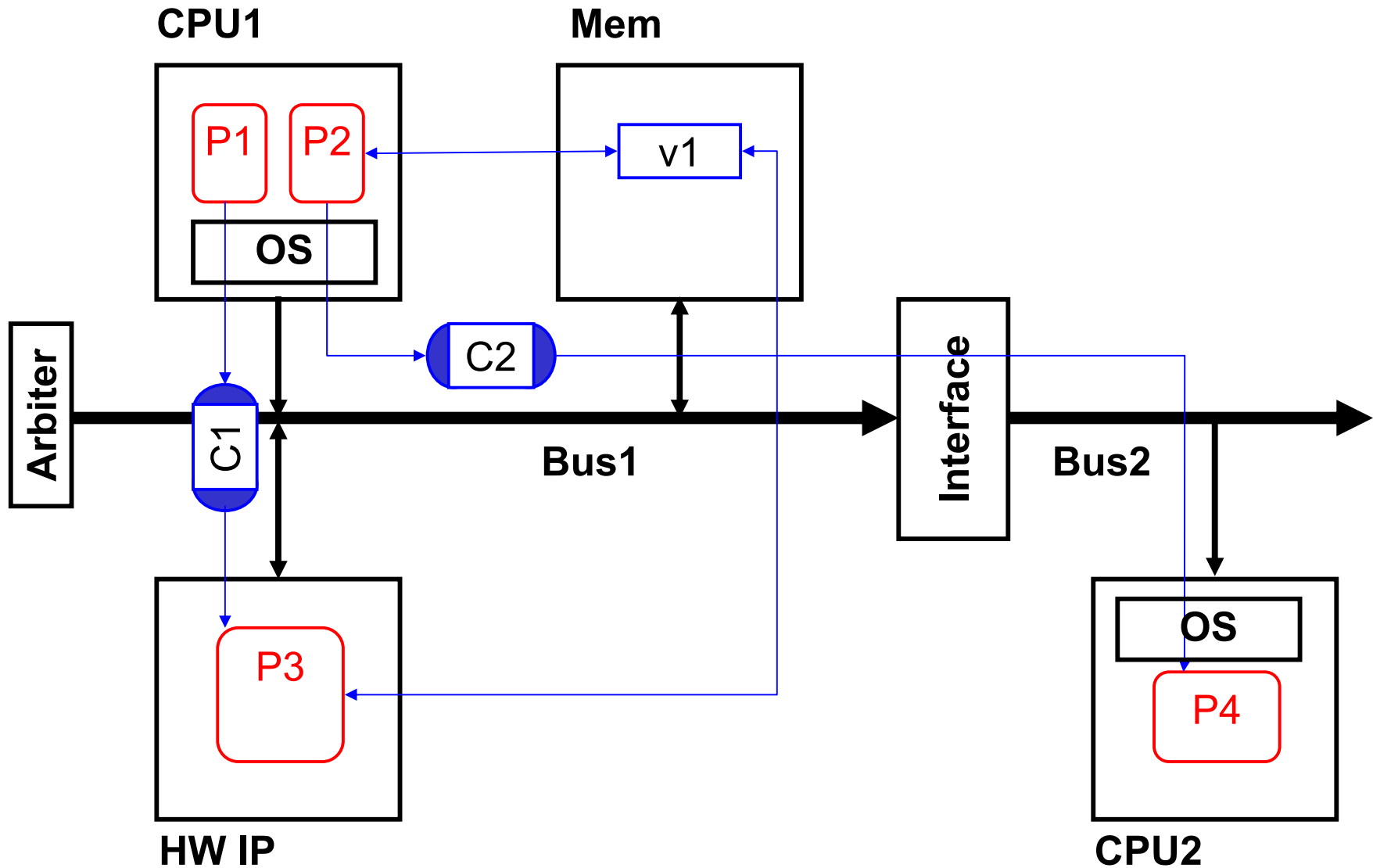
- **Application Spec Model: set of communicating processes**
 - Executes on a simulation kernel (eg: SystemC)
 - Process functionality defined using C/C++
 - Blocking channels and non-blocking variables

Platform Architecture



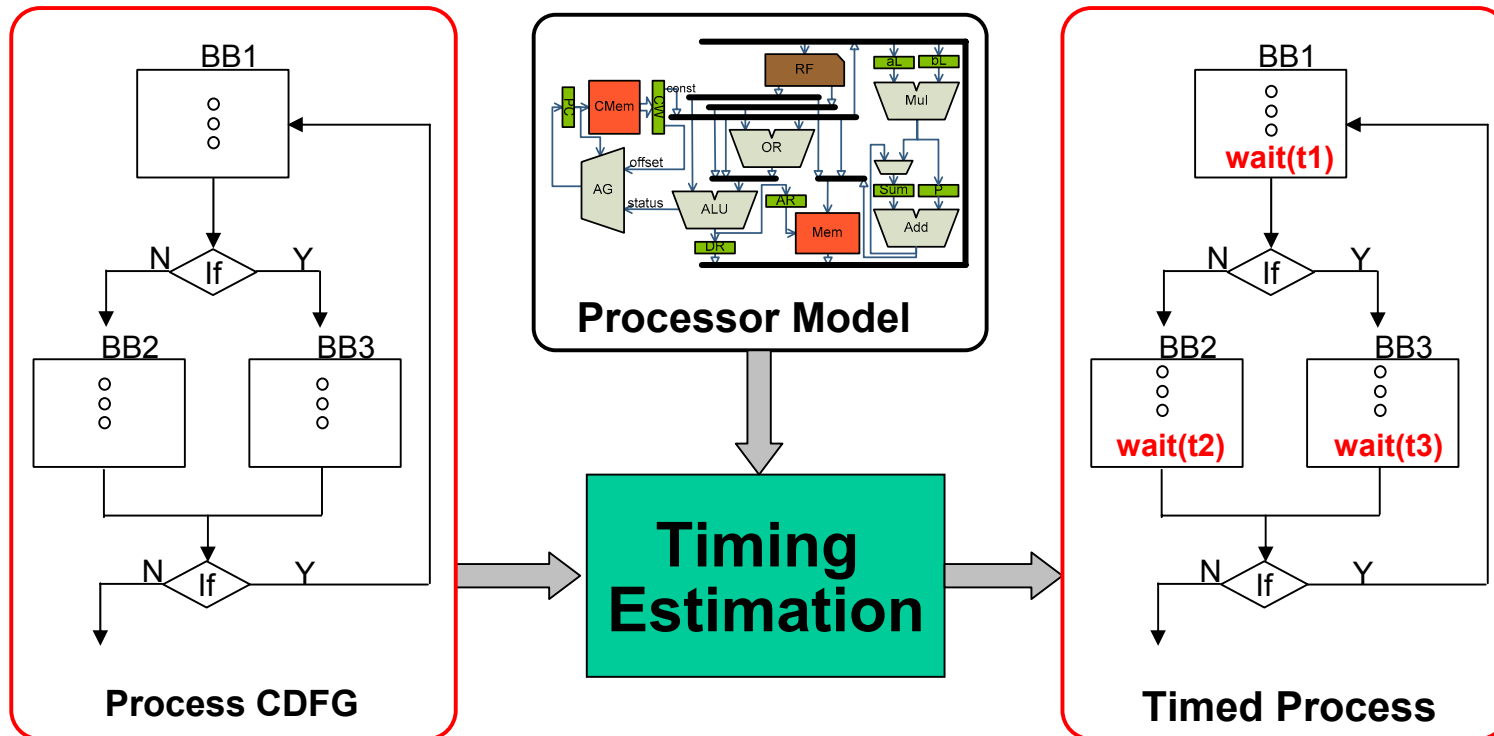
- **Netlist of SW processors, HW, buses and interfaces**

Input: System Definition



System Definition = *Platform* + *Application*

Computation Timing Estimation



- **Stochastic memory delay model**
- **DFG scheduling to compute basic block delay [DATE 08]**
- **RTOS model added for PEs with multiple processes**

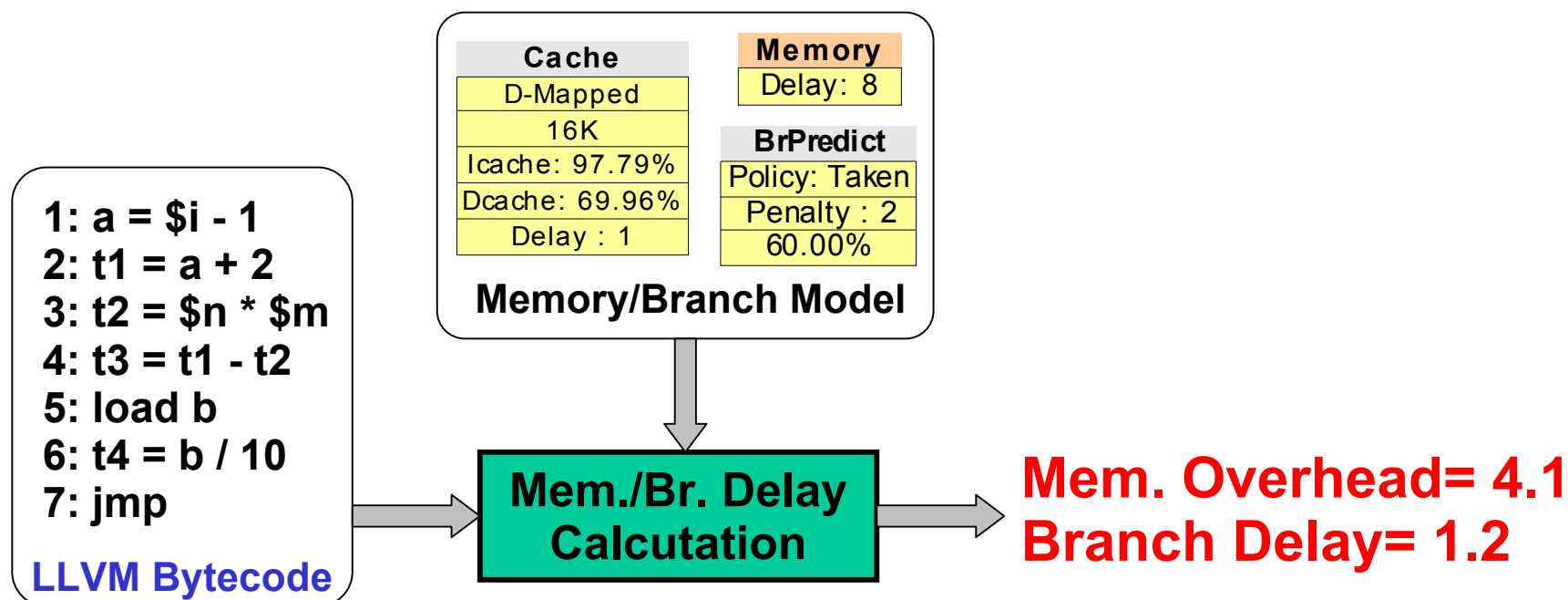
Stochastic Memory Delay Model

- Assumption**

- Cache and branch prediction hit rate available in data model

- Delay Estimation**

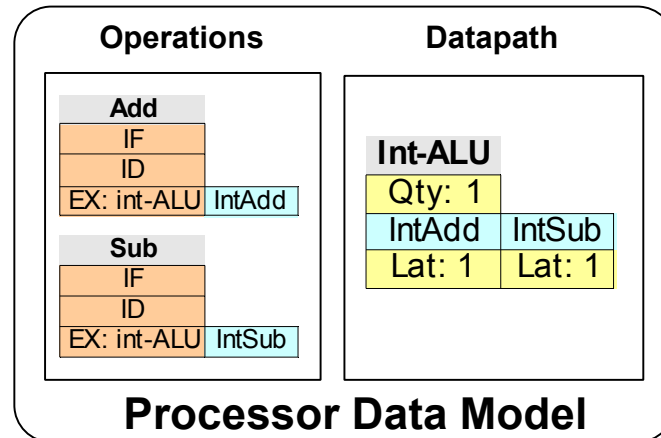
- Operation access overhead = $N_{op} * ((1.0 - HR_i) * (CD + L_{mem}))$
- Data access overhead = $N_{ld} * ((1.0 - HR_d) * (CD + L_{mem}))$
- Branch prediction miss penalty = $MP_{rate} * Penalty$



Processor Timing Estimation

Assumptions

- In-order, single issue processor
- Optimistic during scheduling (100% cache hit)



Total BB delay=
Op.+Mem.+Br. =
47.3 cycles

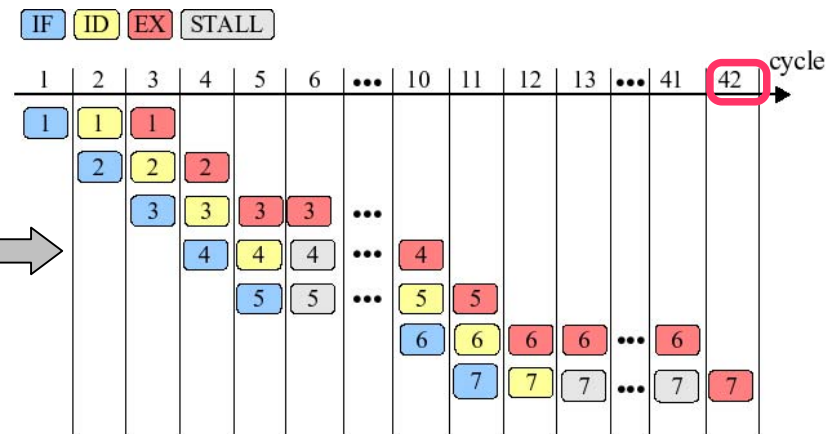
Operation delay= 42

1: a = \$i - 1
2: t1 = a + 2
3: t2 = \$n * \$m
4: t3 = t1 - t2
5: load b
6: t4 = b / 10
7: jmp

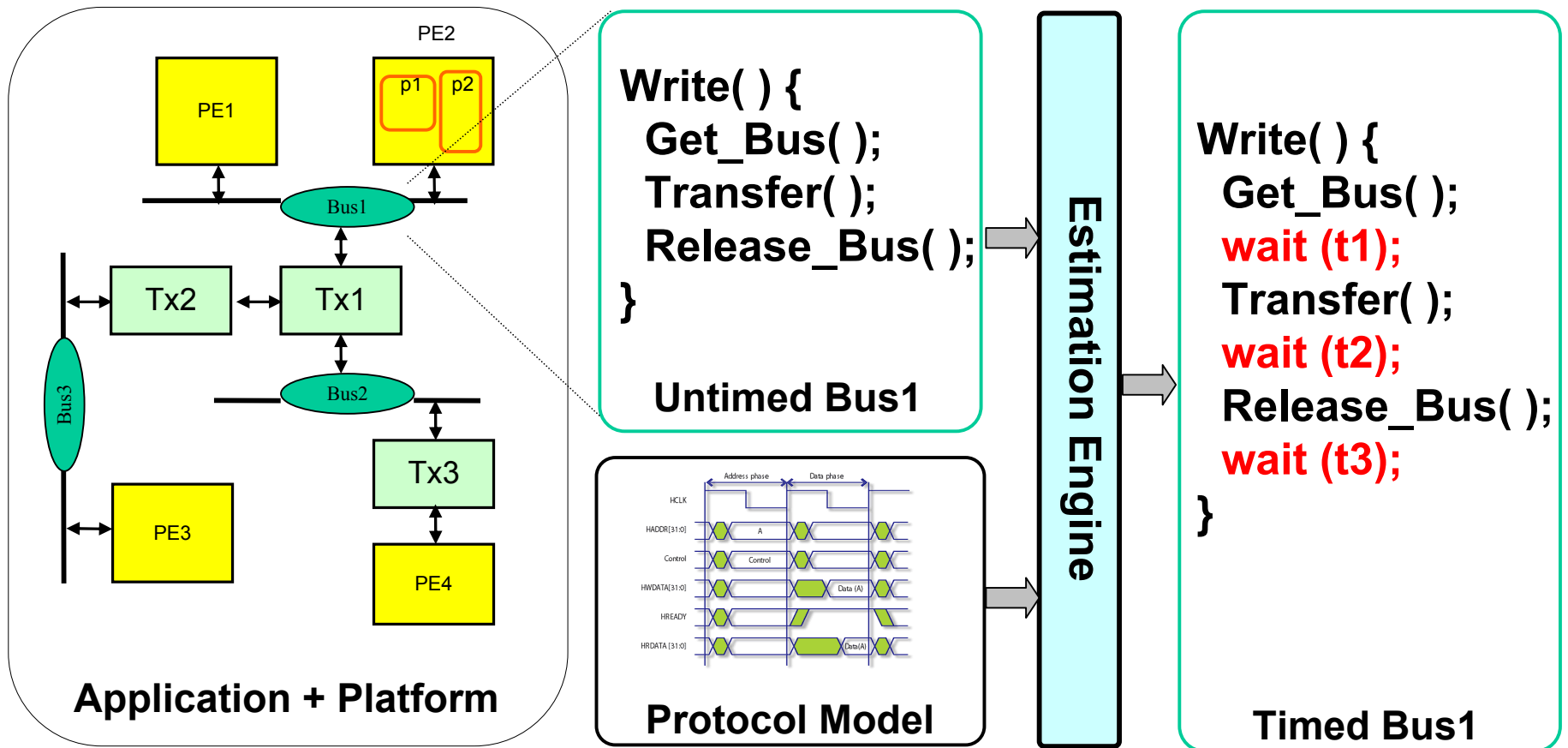
8: wait 47*CT

LLVM Bytecode

Pipeline Scheduling

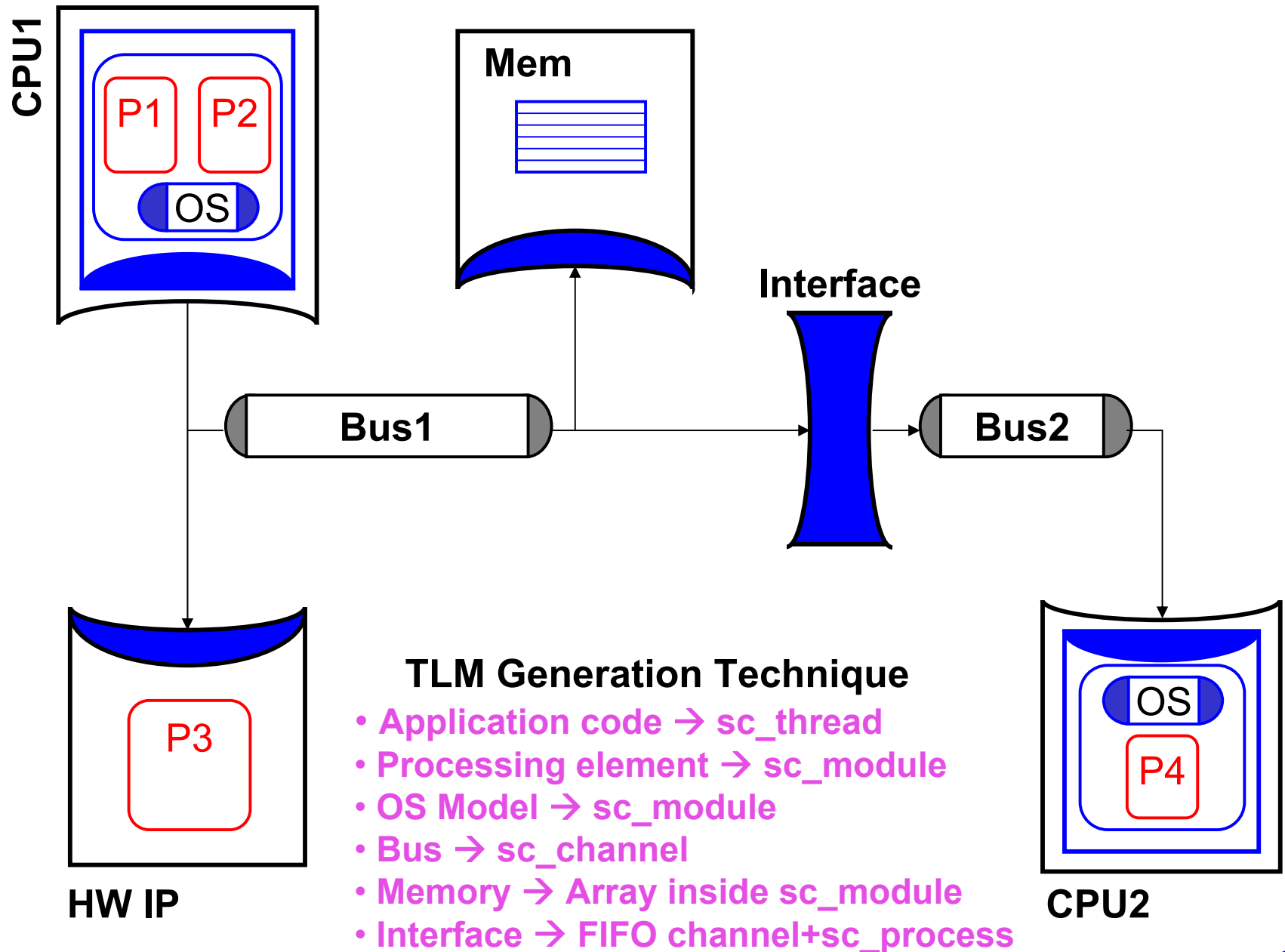


Communication Timing Estimation



- Protocol model used to estimate synchronization, arbitration and transfer [ICCD 2007]
- Timing is annotated in bus channel

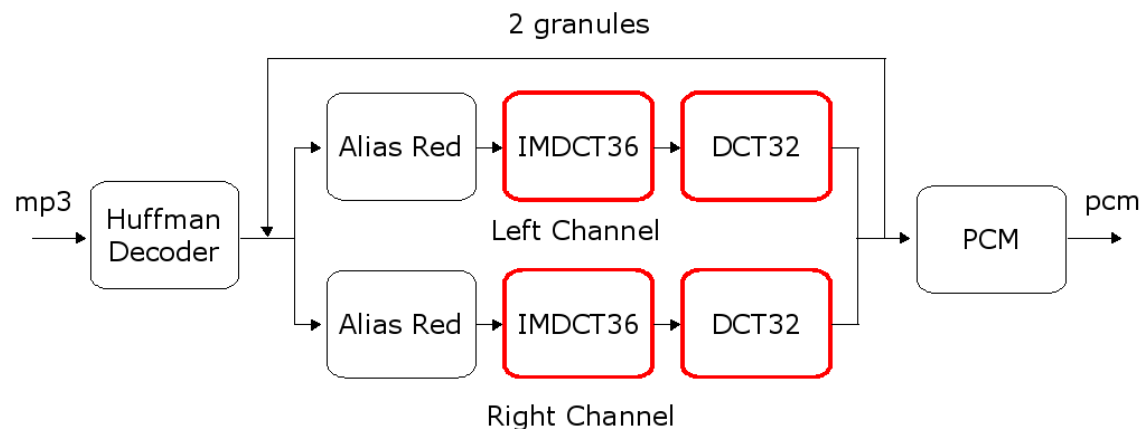
Output: SystemC Timed TLM



Application Examples: MP3 and JPEG

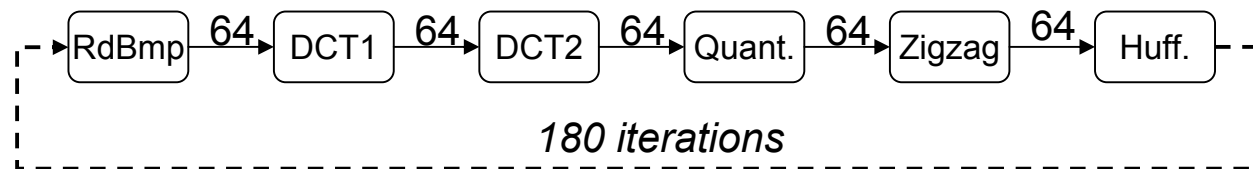
- **MP3 Decoder Application**

- 13K lines of C code
- DCT and IMDCT are compute intensive



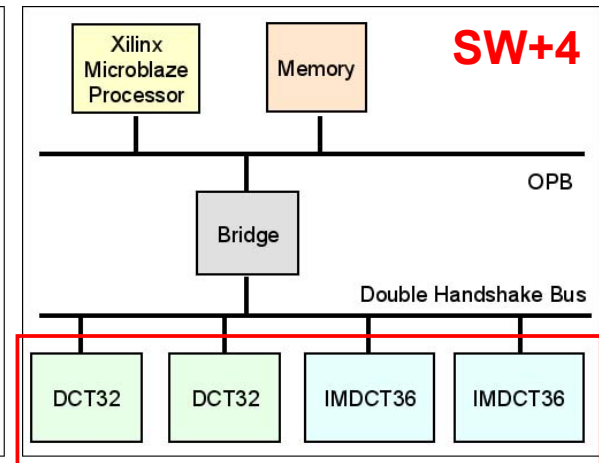
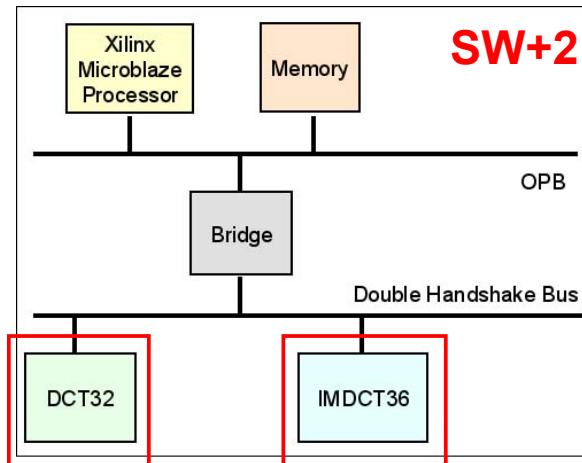
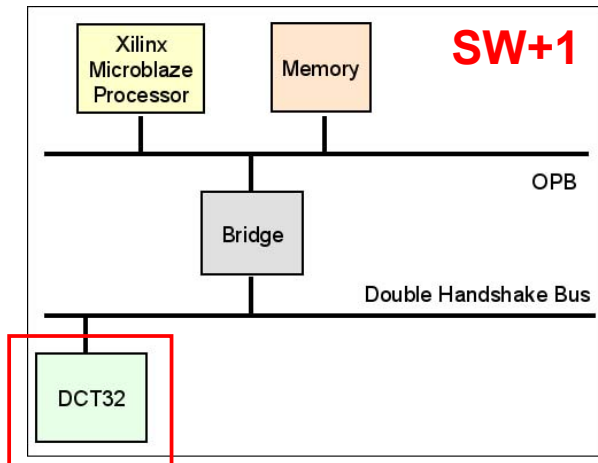
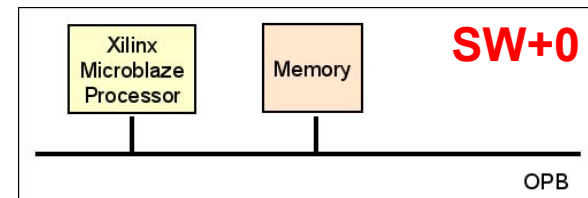
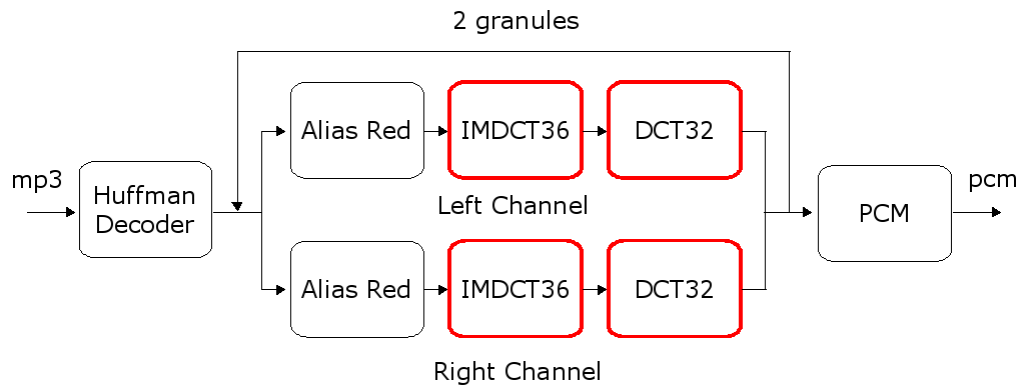
- **JPEG Encoder Application**

- 2K lines of C code
- Sequential spec. ideal for pipelining



MP3 Platforms

- **MP3 Decoder on Xilinx Multimedia FPGA board**
 - Microblaze soft-core with 0/1/2/4 HW components



MP3 Functional TLM Generation and Simulation

Design	SystemC LoC	Manual Coding	Func. TLM Generation	Func. TLM Simulation
SW+0	2095	2 weeks	0.63 s	0.01 s
SW+1	2894	3 weeks	0.66 s	0.03 s
SW+2	3148	4 weeks	0.66 s	0.12 s
SW+4	3653	4 weeks	0.74 s	0.55 s
Average	2948	~3 weeks	~ 0.7 s	0.18 s

- **Functional TLM generation in seconds vs. weeks of manual coding**
 - Huge productivity gain
- **Functional TLM simulation in fraction of a second**
 - Early application development and debugging

MP3 Timed TLM Generation and Simulation

Design	Timed TLM Generation	Timed TLM Simulation	ISM Sim.	CA Sim.
SW+0	31 s	1 s	3.6 h	16 h
SW+1	50 s	22 s	N/A	18 h
SW+2	47 s	25 s		18 h
SW+4	71 s	36 s		18 h
Average	~ 1min	~ 20 s	3.6 h	~ 18 h

- **Timed TLM generated in minutes vs. hours of CA/ISM simulation**
 - **Early SW/HW performance estimation**
- **Timed TLM simulation in < 1 min.**
 - **Extensive design exploration**

MP3 TLM Estimation

$$\text{Error \%} = (1 - \text{Estimated cycles} / \text{Board Cycles}) * 100$$

ISM Error

Cache size	SW+0	
	Board	ISM Error
0K/0K	27.2M	39.48%
2K/2K	8.9M	18.38%
8K/4K	5.8M	3.55%
16K/16K	4.4M	-16.32%
32K/16K	4.3M	-16.60%
Average	N/A	18.86%

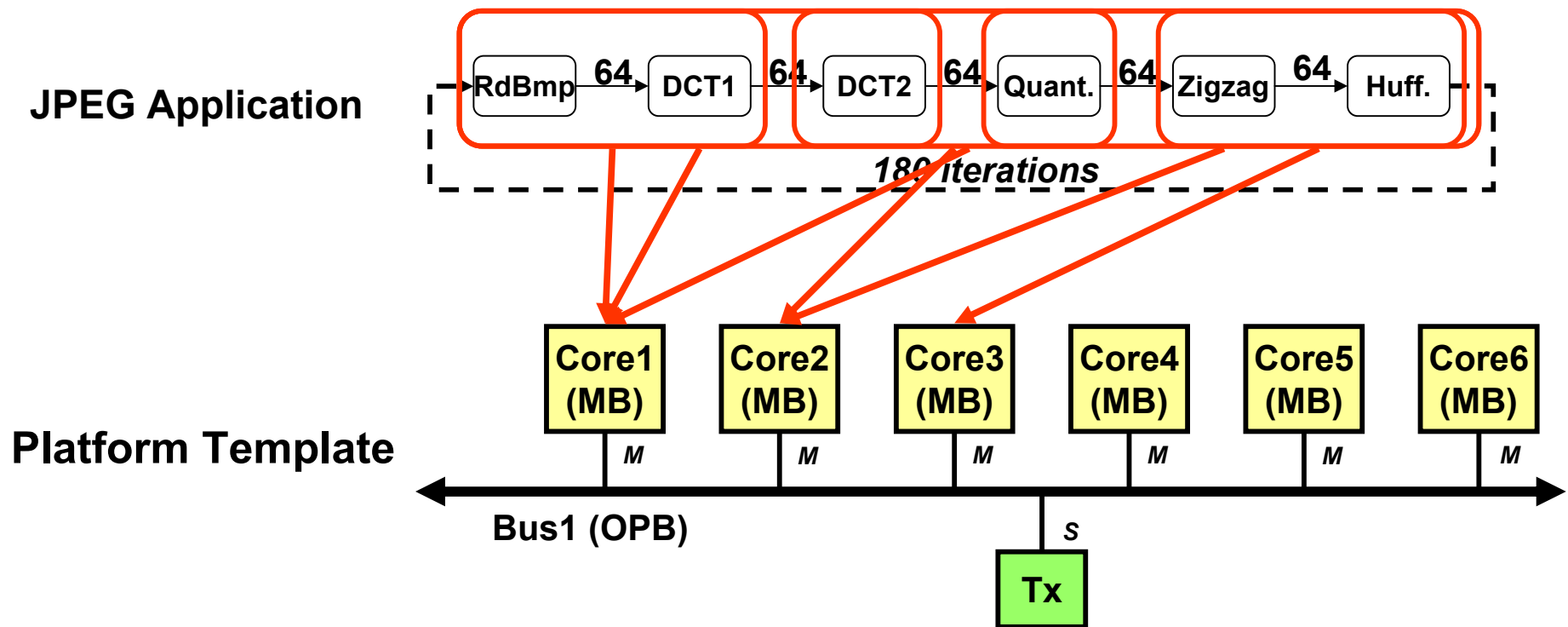
TLM Estimation Error

Cache Size	SW+0	SW+1	SW+2	SW+4
0K/0K	6.27%	9.00%	18.18%	18.61%
2K/2K	6.68%	-7.16%	-15.79%	-9.35%
8K/4K	4.74%	9.13%	-1.66%	-0.18%
16K/16K	-13.83%	4.66%	2.63%	3.65%
32K/16K	-13.89%	-8.29%	1.57%	2.29%
Average	9.08%	7.65%	7.97%	6.82%

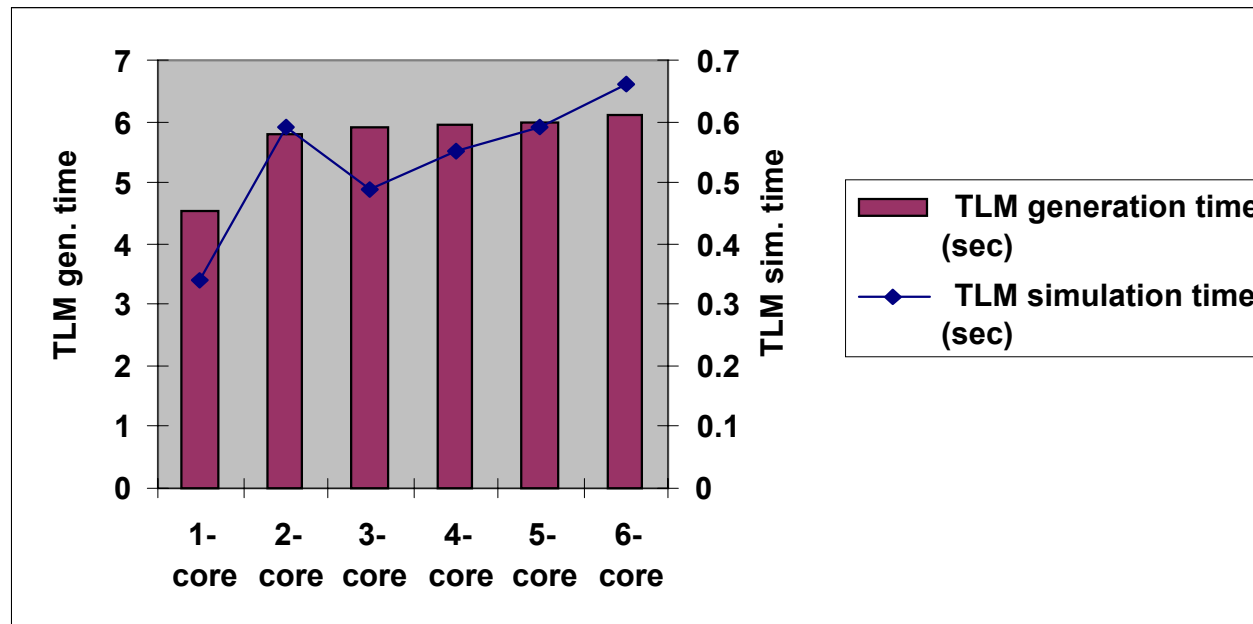
- **TLM estimation applicable to all designs**
 - **ISM only available for SW**
- **TLM estimation error $< \frac{1}{2}$ of ISM error**
 - **Reliable design exploration with timed TLMs**

JPEG Platforms

- **Multicore platform on Xilinx Virtex-4**
 - 1-6 Microblaze soft-cores with BRAM memory
 - Shared OPB bus with Transducer
 - Application transformed from sequential to pipelined

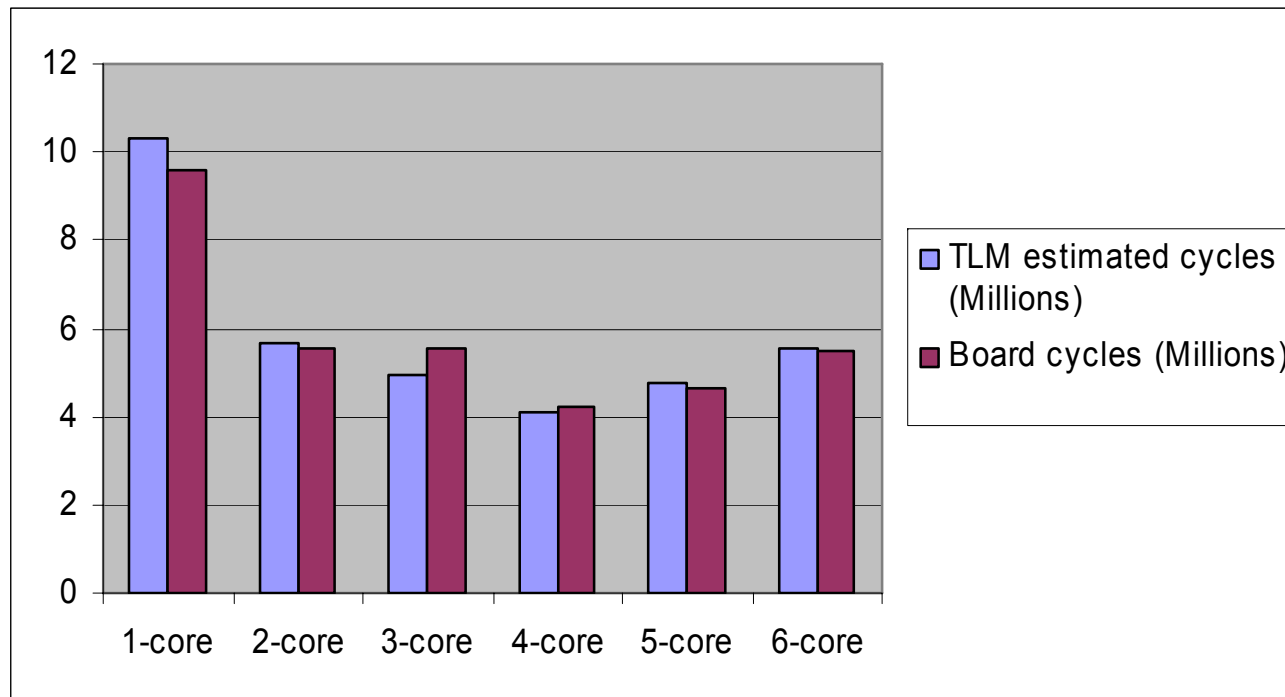


JPEG Timed TLM Generation and Simulation



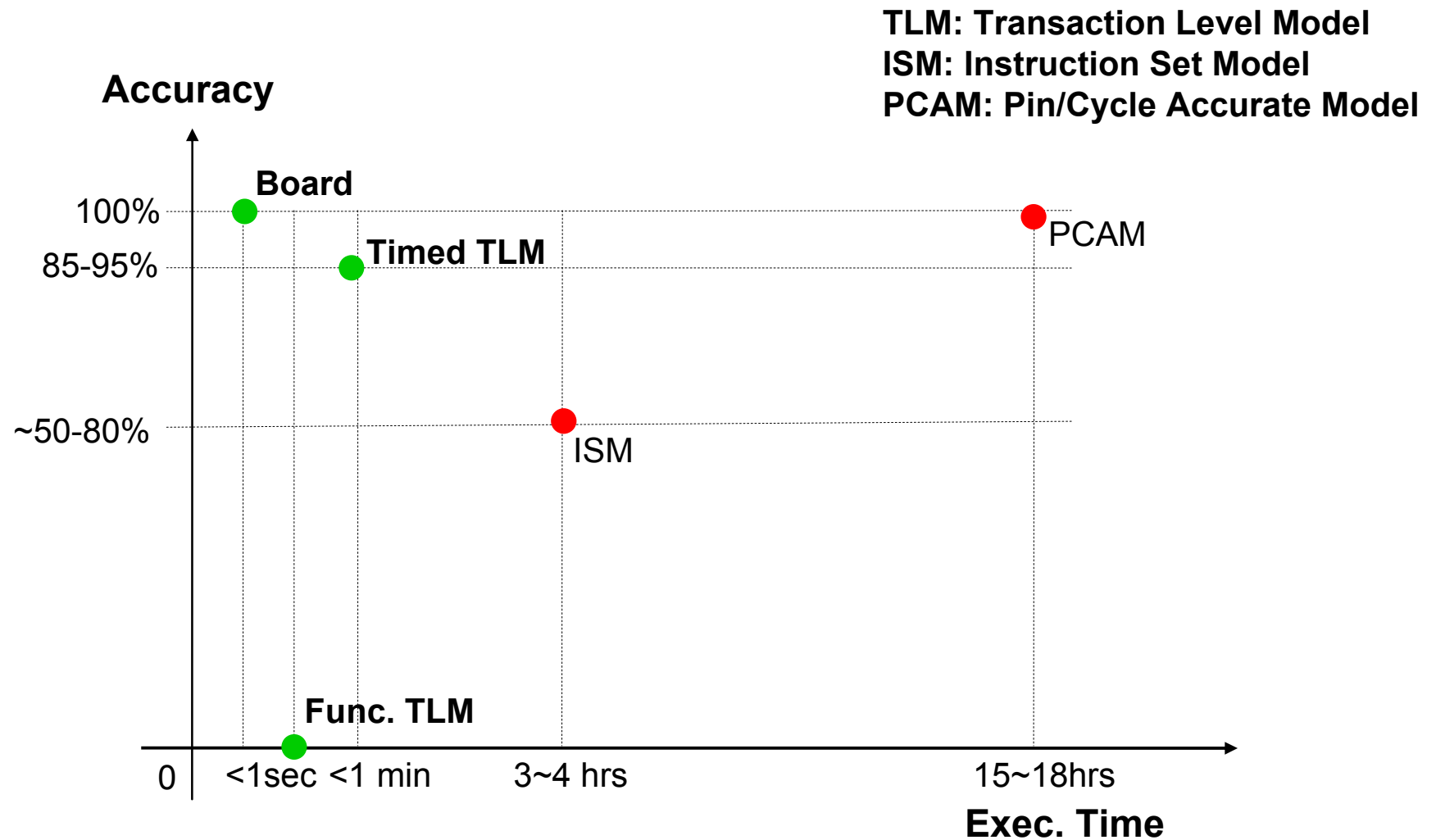
- **Native TLM simulation is FAST**
 - <1 sec for all designs
 - >3 min. for Xilinx Virtual Platform (XVP) simulation for 1 core
- **Automatic TLM generation supports EARLY optimization**
 - SystemC code generation + compilation in <10 sec.
 - ~ days for RTL coding

JPEG Timing Estimation



- **Automatically Generated TLM is accurate**
 - Average error 4.5% compared to board measurement
 - Worst case error <11%
 - Compare to >50% error using XVP

Results Summary: TLM vs. Traditional Models



Time and accuracy trade off among different models

Conclusions

- **Embedded multi-core design flow**
 - Well-defined model semantics
 - Automatic model generation
 - Metric estimation
 - SW/HW synthesis
- **Early and reliable design space exploration**
 - Model generation, compilation and simulation in mins.
 - Accurate modeling of computation and communication
- **Significant productivity gains**
 - Savings in model development and verification costs
 - Huge savings in model debugging costs
 - From system spec to virtual prototype in seconds!

Thank You!

References

- **Automatic TLM generation and estimation**

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- L. Yu, S. Abdi. “*Automatic TLM Generation for custom communication platforms*,” International Conference on Computer Design, ICCD 2007.

- **Software synthesis**

- D. Gajski, I. Viskic, S. Abdi. “*Model Based Synthesis of Embedded Communication Software*,” to appear in Software Technologies for Future Embedded and Ubiquitous Systems, SEUS 2008.
- I. Viskic, S. Abdi, D. Gajski. “*Automatic generation of embedded communication SW for heterogeneous MPSoC platforms*,” Languages, Compilers and Tools for Embedded Systems, LCTES 2007.

- **Interface synthesis**

- H. Cho, S. Abdi, D. Gajski. “*Interface synthesis for heterogeneous multi-core systems from transaction level models*,” Languages, Compilers and Tools for Embedded Systems, LCTES 2007.